

<b>Interview Summary</b>	Application No.	Applicant(s)
	09/937,777	OUCHI, SATORU
	Examiner John M. Hotaling II	Art Unit 3714

All participants (applicant, applicant's representative, PTO personnel):

(1) John M. Hotaling II. (3) \_\_\_\_\_.

(2) Randi Isaacs. (4) \_\_\_\_\_.

Date of Interview: 25 July 2006.

Type: a) Telephonic b) Video Conference  
c) Personal [copy given to: 1) applicant 2) applicant's representative]

Exhibit shown or demonstration conducted: d) Yes e) No.  
If Yes, brief description: attachment (1).

Claim(s) discussed: all.

Identification of prior art discussed: all used in the rejection.

Agreement with respect to the claims f) was reached. g) was not reached. h) N/A.

Substance of Interview including description of the general nature of what was agreed to if an agreement was reached, or any other comments: Applicant's representative discussed the rejections presented in the final office action. The examiner stated that he would consider the arguments when a request for reconsideration was formally received by the office.

(A fuller description, if necessary, and a copy of the amendments which the examiner agreed would render the claims allowable, if available, must be attached. Also, where no copy of the amendments that would render the claims allowable is available, a summary thereof must be attached.)

THE FORMAL WRITTEN REPLY TO THE LAST OFFICE ACTION MUST INCLUDE THE SUBSTANCE OF THE INTERVIEW. (See MPEP Section 713.04). If a reply to the last Office action has already been filed, APPLICANT IS GIVEN A NON-EXTENDABLE PERIOD OF THE LONGER OF ONE MONTH OR THIRTY DAYS FROM THIS INTERVIEW DATE, OR THE MAILING DATE OF THIS INTERVIEW SUMMARY FORM, WHICHEVER IS LATER, TO FILE A STATEMENT OF THE SUBSTANCE OF THE INTERVIEW. See Summary of Record of Interview requirements on reverse side or on attached sheet.

Examiner Note: You must sign this form unless it is an Attachment to a signed Office action.

JOHN M. HOTALING, II  
PRIMARY EXAMINER

Examiner's signature, if required

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July 21, 2006

**U.S. PATENT AND TRADEMARK OFFICE  
FACSIMILE TRANSMISSION COVER SHEET**

To: In re the Application of  Satoru OUCHI  Application No.: 09/937,777  Filed: October 1, 2001  For: GAME APPARATUS, STORAGE MEDIUM, TRANSMISSION MEDIUM AND COMPUTER PROGRAM	<b>FOR FILING IN THE U.S. PATENT AND TRADEMARK OFFICE</b>  Group Art Unit: 3714  Docket No.: 110700
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Examiner: J. HOTALING

Facsimile: (571) 273-4437

From: Randi Isaacs

Prepared By: rbi

Number of Pages Sent (Including cover sheet): 1

**Comments:**

Further to our conversation, the following is a proposed agenda for the personal interview scheduled for Tuesday, July 25 at 2pm:

- (1) Detailed explanation of application;
- (2) Discussion of how claims 32, 52 and 57, and claims 33 and 58, depending therefrom, satisfy the requirements of 35 U.S.C. §112, first paragraph. Specifically, support for the feature recited in claims 32, 52 and 57 can be found, for example, in the specification at pg. 20, line 18 - pg. 21, line 18 and Fig. 5B; and
- (3) Discussion of how independent claims claim 31, 51 and 56 distinguish over Kranawetter, Okayama and Miyamoto. Specifically, none of the applied references teaches or suggests "a first generating section for generating game image data of the game space corresponding to a wide screen; and second generating section for extracting an area based on a moving direction or an eyes direction of the character in the game image data as game image data corresponding to a normal screen, from the game image data generated by the first generating section," as recited in independent claim 31, and as similarly recited in independent claims 51 and 56. (emphasis added). For example, none of the applied references generates a game image data corresponding to a wide screen first. Kranawetter does not disclose generating game image data of the game space corresponding to a wide screen, as recited in the independent claims. Further, Miyamoto and Okayama do not remedy the deficiencies of Kranawetter. Further, none of the applied references teach or suggest "second generating section for extracting an area based on a moving direction or an eyes direction of the character in the game image data as game image data corresponding to a normal screen," as recited in independent claim 31, and as similarly recited in independent claims 51 and 56. That is, the area according to the right and left operation of the moving object controlled by the player is extracted.

**FOR DISCUSSION PURPOSES ONLY**

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